

**ABSTRACT**

The present invention is a method and system for buffering and replaying a segment of a voice or data transmission. A connection is established between two end nodes in the network. At an intermediate node in the network between the end nodes, a predetermined segment of the data is maintained in a memory as a buffer. Upon receiving a request from one of the end nodes to replay the segment, that segment is replayed and transmitted to the requesting node. The request may be made by a user at one of the end nodes, or may be made automatically after detecting corrupt data. Because the buffering module is in the network, it need not be incorporated in premises or mobile equipment. Because the buffering module is remote from the requesting end node, the replayed data does not contain errors introduced in the original data between the buffering module and the requesting end node.